

CRUSADERS

-OF-

MIGHT AND MAGIC™



MANUAL 3D0™

CRUSADERS -OF- MIGHT AND MAGIC™



3DO™

Instructional Compendium

*Set Forth in Dedication to the Victorious Quest of
my most esteemed pupil, Drake.*

*From the Collected Memoirs of Nomandi the Stoic.
Good Luck, and God Speed!*

Drake -

As is inevitable in life, there comes a time when we all must lay down our mortal bodies to rest and trust our souls to the gods. As you are now in possession of this compendium, my time has run out in this realm, and you are doubtless in grave peril as you leave in solitude to search out your destiny. Within the pages of this short guide, I have attempted to include all that is necessary for you to begin your quest. I doubt not that some of this will be redundant to those teachings which I gave you in life; however, as once I told you - it is not for the seer to know dates and times, but only the sequence of coming events. I know not when I shall die, only that the sequence of events brings it nigh.

Take courage and use all that you know for the course of good. So long as you follow the path destiny has set before you, you shall not fail us. I have foreseen your victory!

In Death as in Life your friend,

- Nomandi

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Codes of Conduct

Following is the Crusader's Codes of Conduct. Long was I a sympathizer and advocate of the Crusaders, and many years did I spend in tutelage under Ursan before I was fit to be called a Crusader Knight! Had we the time, I would have gladly taught you all that I know, but alas, time ran out too quickly. You would do well to at least learn these basics - adapted from the teachings of Ursan, the Master of Arms - before embarking on your quest...

Conventions of the Realm

First and foremost, let me lay out some of the conventions that will help you to understand what I mean when I am giving you instruction.

Mouse Conventions

BEING THE DIFFERENCE BETWEEN RODENTS AND MECHANICS

Though you may already know this, I feel it is important to stress the proper use of the tools at your disposal by reiterating the basic concepts. First, when I say 'mouse', I refer to the device attached to your computer, not to your fuzzy rodent companion whom you keep in a cage (please do not attempt the following manoeuvres on your pet mouse). When I say 'click', I mean 'press and release the button on the left side of your mouse.' This button is called the 'Left Mouse Button', and will be abbreviated as LMB. When I say 'right-click', I mean 'press and release the button on the right side of your mouse.' Similarly, this button is called the 'Right Mouse Button' and will be abbreviated as RMB. 'Hold' means 'press and hold the LMB', whereas 'right-hold' means 'press and hold the RMB.' Finally, 'double-click' - as you may guess - means to click the LMB twice in rapid succession.

Keyboard Conventions

BEING THE DIFFERENCE BETWEEN PEG-BOARDS AND INTERFACING

As with 'Mouse Conventions', there should be no confusion made between the peg-board on which you hang the keys to your dungeon and the device used to interface with your computer. That said, there will be descriptions following in which I will detail keyboard shortcuts. When such a description is given, the key name will appear in capital letters as in the use of the RMB and LMB above. For example, a keyboard shortcut based on the F1 key will appear as F1 - not to be confused with pressing the F key and the 1 key

simultaneously; a simultaneous key combination is denoted by the '+' symbol such as in F+I. To further avoid confusion, I will also differentiate between the zero key on the keyboard (by simply using 0), and the zero key on the number pad (which I will denote as Num 0). And finally, the arrow keys will be denoted by L Arrow (Left Arrow), R Arrow (Right Arrow), U Arrow (Up Arrow) and D Arrow (Down Arrow). Ignore the arrows on the number pad and use the ones just to the right of the main keypad.

Preparation for Your Quest

The first task you must complete to prove your readiness for this quest will be to seek out a Computer that satisfies the following requirements!

System Requirements

MINIMUM:

Computer System:	IBM PC and 100% compatibles
Operating System:	Windows® 95/98
CPU:	Pentium® 166 MMX
Memory:	32 MB RAM
CD-ROM Drive:	4X Speed
Free Hard Drive Space:	290 MB
Sound Card:	DirectSound compatible sound card
Video Card:	DirectDraw compatible video card
Peripherals:	Keyboard, mouse

RECOMMENDED:

Computer System:	IBM PC and 100% compatibles
Operating System:	Windows 95/98
CPU:	Pentium 233 MMX
Memory:	32 MB RAM
CD-ROM Drive:	4X Speed
Free Hard Drive Space:	290 MB
Sound Card:	DirectSound compatible sound card
Video Card:	4 MB Direct3D compatible 3D card
Peripherals:	Keyboard, mouse



Movements of a True Knight (Default Controls and Menu Navigation)

Activity and Questing Manoeuvres

Being those actions acceptable and becoming to a knightly caste

Movement Keys

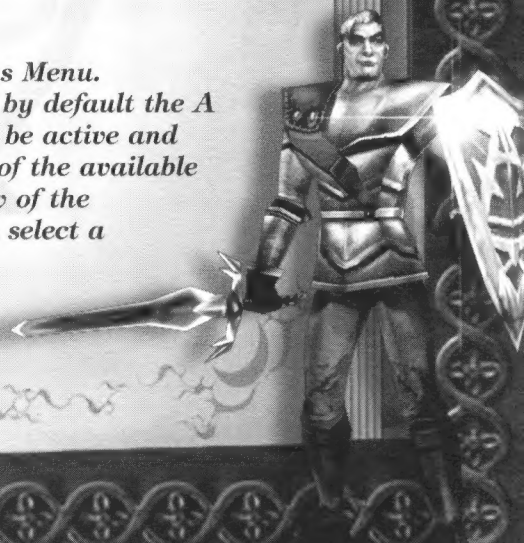
ACTION	BUTTON	ACTION	BUTTON
Accelerate/Run Forward - If grasping a climbable surface, then climb up the surface	[E], ↑ or Num [8]	Crouch/Duck	[C]
Retreat Steadily - If grasping a climbable surface, then climb down the surface	[D], ↓ or Num [2]	Roll Forward	[C] + [E]
Side Step Left - If grasping a climbable surface, then shimmy left along the surface	[S] or Num [1]	Roll Backward	[C] + [D]
Side Step Right - If grasping a climbable surface, then shimmy right along the surface	[F] or Num [3]	Roll Left	[C] + [S]
Rotate Left	↶ or Num [4]	Roll Right	[C] + [F]
Rotate Right	↷ or Num [6]	Walk Carefully Forward. - If player is at an edge, halt movement	Shift + [E]
Jump Vertically	Space Bar	Walk Carefully Backward. - If player is at an edge, halt movement	Shift + [D]
Jump Forward	Space Bar + [E]	Side Step Carefully to the Left. - If at an edge, halt movement	Shift + [S]
Jump Backward	Space Bar + [D]	Side Step Carefully to the Right. - If at an edge, halt movement	Shift + [F]
Jump Left	Space Bar + [S]	Look Up	Num [9]
Jump Right	Space Bar + [F]	Look Down	Num [7]
		Look Centre	Num [5]

Attack/Defence/Action Keys

ACTION	BUTTON	ACTION	BUTTON
Attack	LMB	Select Previous Weapon	(unmapped)
Combo Attack	Multiple taps of LMB	Select Next Spell, cycle through spells	T
Crouch Attack	C + LMB	Select Previous Spell	(unmapped)
Jump Attack	Space Bar + LMB	Select Next Item, cycle through items	Q
Overhand Attack	E + LMB	Select Previous Item	(unmapped)
Attack Left	S + LMB	Access Inventory Menu	I
Attack Right	F + LMB	Pause Game	Esc
Block Hand-to-hand Attack	RMB	Use Health Potion	H
Cast Current Spell	R	Increase Screen	Num +
Shield Rush	Space Bar + RMB	Decrease Screen	Num -
Interact Command: If facing an item in the room, picks up the item - If facing an interactive room feature (i.e. a character, door, or movable object), interacts with the feature	Tab	Quick Save	F5
Uses Currently Readied Item	Z	Quick Load	F7
Select Next Weapon, cycle through weapons	W	Show Info	F1
		Access Questbook	F8
		Access Quick Select	A
		Access Map	M
		Takes Screen Shot, saves into game directory in .bmp format	F6
		Console Mode	Enter

Note: Keys can be custom mapped through the Options Menu.

Note: While the user is pressing the Quick Select Key, by default the A key, the Quick Select Screen and the cursor will be active and visible. The Quick Select Screen contains a row of the available spells, a row of the available weapons and a row of the available items. Using the cursor, the player can select a spell, a weapon or an item by clicking on the corresponding graphic.



Of Woeful Beginnings and Destiny

A long and illustrious life should never be left to the dust of ages - for memory to corrupt and future generations to dishonour through their propensity to block out the past. Thus the following section is written to fill in for our posterity! For that which is written on blessed parchment and sealed with holy magic may never be lost so long as magic remains in the world.

However, as I would not presume that our own lives are more important than all of the ages past, I will first include an excerpt from the Book of Ages that prophesizes you, Drake. Hopefully you are at last ready to accept what you were so unwilling to face when first we met.

A Tale of History Both Seen and Unseen

— Adapted from the Book of Ages —

As you know, the Book of Ages was written centuries ago and consists of several volumes. This section, however, is the part most relevant to our story.

'And lo' a cry will arise from the very foundations of the world demanding justice for the transgressions of the Dark Lord. For as dark powers will ebb and flow throughout a cursed realm, beware your own dead will rise up against you. Be fearful of the Dark Lord, for his minions are vast and powerful.'

'Yet be ever watchful, for lo' in the darkest hour a hero will arise from your midst. Should this hero be slain, the Dark Lord will make his dominion of all the world and your own flesh will his demons feed. For the Dark Lord is filled with the cursed powers of necromancy, and his legions of undead will overwhelm all the kingdoms of the world.'

'Long will you await the coming of the Scarred One, and great is his destiny - for within his hand, he will hold the key to the undoing of the cursed undead legions of the Dark Lord...'

That is where you come in, my young friend. With your birth, the long anticipated 'Scarred One' has arrived. And though you may not wish to believe it, you are now in the hands of a destiny that has been written into the stars for aeons.

A Hero is Born

— Personal Memoirs of the Chosen One —

Drake was born to a simple, honest family in a tranquil village on the Fairfield Lowlands only a day or two's journey from Duskwood Forest. Though he was 'only' a shepherd's son, it was evident from a very early age that there was something exceptional about him.

In his sixth summer of life, Drake had single-handedly saved his flock from a hungry pack of wolves with nothing but a lit torch and sheer determination.

"Drake has a warrior spirit," his father had boasted.

"He has more than that," countered the village Seer as she had pressed her wrinkled palm against the boy's chest and closed her eyes. "The child has magic."

Unfortunately, Drake's idyllic youth proved to be short-lived, ending in his twelfth year with his first encounter with the Legion... A mortally wounded Crusader staggered into the peaceful village with news of Necros' army encampments nearby. Like all the children, Drake had heard rumours about Necros and his dark army, the Legion of the Fallen, but their threat had seemed as remote as a fairy tale until that day.

That fateful night, Drake was caught eavesdropping as the town leaders were making plans to defend the village, and his father ordered him back to the flocks. That would be the last time Drake would ever see his father alive, and he would always regret having been angry with him. While collecting the flock, Drake suddenly heard screams echo through the canyon. Running to the top of the crest just in time to see the Legion ravaging his village, Drake scrambled down the cliffside toward the besieged town. By the time he had reached home, however, everyone had been killed, including his family and friends. The only ones standing were a handful of Legion soldiers left behind to sift through the wreckage for weapons.

Drake crept into the village, hugging the shadows. Thinking he saw a villager, he ran up to him only to discover that it was the Crusader who had died earlier that morning. He had become one of them - undead - as would the rest of the villagers. The Crusader swung his sword at Drake, scarring his cheek. Instinctively, Drake picked up a burning pole and impaled him with its flaming tip. Realising that there was nothing left for him there, he fled deep into the wilderness, as far from the Legion as he could get.

Drake spent the next ten years searching for distant relatives in other villages. All too often, his reward was learning of more



family that had been killed or forced to scatter to remote or unknown areas. He found companionship with mercenary soldiers, bands of gypsies, and thieves. They schooled him in the arts of deception, swordsmanship and stealth. All the while Drake's hatred for the Legion grew stronger, and he frequently ventured out of his way just for the chance to attack their encampments at night. Legends and stories about 'The Scarred One' spread throughout the countryside - reaching even the unholy ears of Necros himself.

One night while Drake was sleeping in the woods, a band of roving Ogres decided to relieve him of his food and weapons. Just as they grabbed him, however, a leathery old hermit appeared from the darkness and ordered the Ogres to be off. When they saw that he was blind they paid him no heed. And then the hermit attacked. Surprisingly, the sightless old man struck quickly and swiftly. Drake grabbed his mace and together they sent the Ogres screaming into the darkness.

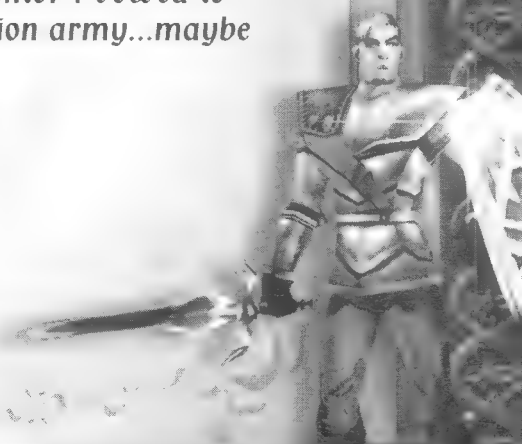
As you now know, Drake, that old hermit was me, Nomandi the Stoic. I took you back to the monastery, an abandoned haven from evil etched into the side of a cliff. I used to be a member of the Old Guard of the Citadel until my eyes were injured in a battle with the Legion. Yet since that time, I have learned to see much that others cannot. In my 'declining' years, I sought the solace of the wilderness so that I could more easily pursue my mystic studies. I recognised you immediately as the hero of prophecy and took you in as my apprentice. As you said, it was the first time in over ten years that you'd felt like you had a home. I'm sorry to have cut that short, Drake, you deserve all the peace and contentment this world has to offer. Perhaps someday.

Drake's Addendum
— Downfall of Nomandi —

Nomandi quickly realised that there was something destined about me. He knew that the flying city I saw in my dreams was the 'Citadel' and that the woman who beckoned was called Celestia. He also knew of ancient writing, which foretold of the coming of a saviour in the guise of a man with a scarred countenance. (Now that I have read it, I can see the resemblance of my life to the prophecy in the Book of Ages - but still it seems remote that I could be the hero of prophecy!)

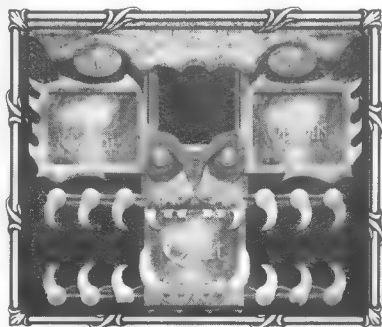
When I was ready to take leave of the monastery and continue on my way, Nomandi walked me outside the gates and we were attacked by a large band from the Legion. Despite our efforts to fend them off, Nomandi was mortally wounded before the battle was won. He knew that if he died by the Legion's hand he would become one of them, and so he begged me to give him the sleeping potion that would end his life before his wounds did. I reluctantly complied.

Before he died, Nomandi told me that the Legion wouldn't have ventured this far and in such numbers if they hadn't so desperately wanted to find something. "They were after you, Drake," he said. "They know you're dangerous." Those were the last words he spoke to me. After burying my mentor I vowed to hunt down every last festering corpse in the Legion army...maybe that prophecy will turn out to be true afterall.



Starting Your Quest

Alas, dear Drake, were I still alive I would doubtless be reluctant to send you out on your quest no matter how prepared you had become - perhaps destiny has made my death thus a necessity. However, as you are now cast into the face of a predestined battle, let me at least try to give some advice on how to get started!



Getting Under Way (Main Menu)

Play Game - Goes to the Play Game Menu.

Options - Goes to Options Menu.

Quit - Exits the game after displaying a confirmation dialog.

Questing (Play Game Menu)

New Game - Select this option to embark on a new quest from the beginning. You will be challenged with various missions, only the successful completion of which allows you to delve deeper into the varied realms of Ardon.

Load Game - Select this option to magically be transported back to the last point within your quest at which you 'saved' your game. With this option, you select from a list of saved and quick saved Crusaders of Might and Magic™ games. Should you have no saved games, you may also opt to begin a new quest from the beginning.

Training Mission - This amazing option allows you to play a simulated quest with no risk to yourself, and yet learn the controls and various features necessary for survival.

Adjusting to Your Surroundings (Options Menu)

Selecting this menu allows you to make changes to your surroundings to help you feel more comfortable as you begin your quest.

Graphics Settings - See Graphic Settings description on page 14.

Audio Settings - See Audio Settings description on page 14.

Controls Settings - See Control Settings description on page 15.

Load Config - Displays a list of configuration files that you have previously saved to a separate file.

Save Config - Allows you to save your custom settings to a separate file.

Reset to Defaults - Resets ALL configuration data to the defaults.

Credits - Meet the folks behind the game.

OK - Accepts all changes, saves your settings and returns you to the Main Menu.

Cancel - Rejects all changes and returns to the Main Menu.



Graphic Settings

Resolution - Changes the screen resolution.

Gamma - Adjusts how bright the screen appears.

Show Dialogue Text - Toggles on-screen character text on and off.

Enable Special FX - Toggles special effects on and off.

Real-time Shadows - Toggles shadows on and off and adjusts their quality.

Real-time Lighting - Toggles real time lighting on and off.

High Quality Animated Textures - Toggles high quality textures on and off.

Architecture Shadows - Toggles architecture shadows on and off.

OK - Confirms selections and returns to previous menu.

Exit - Abandons changes and returns to previous menu.

Note: Many of these settings affect game performance. If you are experiencing poor performance, try disabling some of these features.

Audio Settings

Dialogue Volume - Adjusts the volume of spoken audio.

Effects Volume - Adjusts the volume of special effects audio.

Music Volume - Adjusts the volume of background music.

Audible Footsteps - Toggles whether or not footsteps make noise.

3D Sound - Selects 3D sound type. Toggles spatial audio on and off and selects type to use.

OK - Confirms selections and returns to previous menu.

Exit - Abandons changes and returns to previous menu.

Control Settings

Selecting this option allows you to hone your abilities by personally specifying how your game will function during game play. The following menus are available:

Set Default Keys - Displays a list of bindable game controls.

Invert Mouse - Swaps up and down directions.

Mouse Sensitivity - Adjusts how much you need to move the mouse to have Drake respond.

OK - Confirms selections and returns to previous menu.

Exit - Abandons changes and returns to previous menu.

In-game Pause Menu

Should the need arise, you can perform several functions while on your various adventures. In order to do this, press ESC to interrupt game play and call forth the in-game menu options. The following options are available through the interface shell:

Player Stat Screen - See Page 16 for description.

Inventory - See page 18 for description.

Quest Book - See page 19 for description.

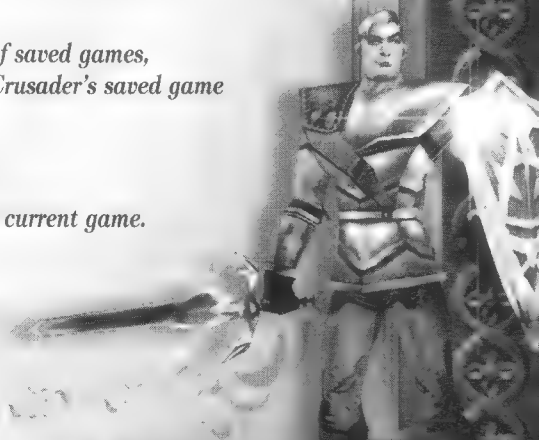
Options - Goes to Options Menu.

Save Game - This option initiates a Save Game Menu. A list of saved games, including the Quicksave, is presented. The player chooses to overwrite a previously saved game or create a new one.

Load Game - This option initiates a Load Game Menu. A list of saved games, including the Quicksave, are presented. The player chooses which Crusader's saved game he or she wishes to load.

Map - Brings up the map.

Exit to Main Menu - Exits to the Main Menu, destroying the current game.



Player Stat Screen

It will be important, now and then, to perform an inspection of your personal well-being, Drake. This option gives you a full report on your vital statistics. This screen is accessed by pressing F1 or by pressing ESC and selecting Player Stat screen from the Pause Menu. The following information is accessible through that screen.

Character Name

ATTRIBUTE	DESCRIPTION
<i>Might</i>	<i>Determines current additional damage you inflict.</i>
<i>Speed</i>	<i>Determines current movement rate.</i>
<i>Intelligence</i>	<i>Determines current maximum mana points.</i>
<i>Endurance</i>	<i>Determines current maximum health points.</i>
<i>Current Health Level</i>	<i>Indicates how well you're feeling.</i>
<i>Max Health</i>	<i>Indicates the maximum health you can possess at that moment in the game.</i>
<i>Current Mana Points</i>	<i>Indicates the current mana available to cast spells.</i>
<i>Max Mana Points</i>	<i>Indicates the maximum mana you can possess at that moment in the game.</i>
<i>Sharp Armor Class</i>	<i>Protects against slashing attacks on the currently selected armor.</i>
<i>Blunt Armor Class</i>	<i>Protects against bashing attacks on the currently selected armor.</i>
<i>Damage</i>	<i>How much damage your currently selected weapon will inflict.</i>
<i>Experience Level</i>	<i>Your current experience level.</i>
<i>Experience Points</i>	<i>Your current experience points.</i>
<i>Experience to Gain Next Level</i>	<i>Number of experience points you need to gain the next level of experience.</i>
<i>Resistances</i>	<i>Your current resistances vs. different types of spells. Will reduce damage from that type of attack.</i>

HUD (Heads Up Display)

An imperative aspect of your quest will be to keep track of your mental and physical health. This information is readily available at the top of the game play screen via the HUD. Keep a close vigil over the following:


Health Gauge - This gauge indicates the current amount of health you possess. As you receive potions of healing, or are rewarded for doing a good deed, the amount of health increases.

Spell Icon - This icon is overlaid on-screen at all times. It shows a graphic representation of your currently readied spell.

Mana Gauge - This gauge indicates the current amount of mana you possess. As you receive mana crystals or memory potions, or are rewarded for doing a good deed, the amount of mana increases.



Inventory Screen

 Pressing **I** or accessing the Inventory Option through the Pause Menu displays an Inventory Screen that lists all of your current items. These are keys, mana crystals, unique artifacts, scroll documents, relics, weapons, armor, shields, etc. Whatever you can use during normal game play will be displayed in this list.

Remember, though, that you can only carry a limited amount of equipment and items. You must make carefully considered decisions regarding the various weapons and objects you encounter to ensure that you have the best balance at your disposal. You'll soon find that you can acquire inventory items in three ways: by purchasing them, by finding them on dead opponents or from treasure chests. People and monsters can willingly give up an object (as a reward for completing a quest) or unwillingly (by being vanquished).

In the Inventory Screen, this will be represented with the item shown on the right side of the screen. If you wish to obtain the item, you must drag it into the inventory on the left or onto an appropriate location on your person. Items can also be swapped in this manner. Some items such as potions can be stacked in the same inventory location. A number near the item will indicate the number of items in the slot. Gold coins are automatically stashed when you click on them.

The game is paused while the Inventory Screen is active.



Map

In your pack you will find that I have placed a map of all the regions I know of.

Towns will be sketched into your map automatically as you explore, as will target areas and the paths that lead to them from the assigned quest area.

Your current location will also be marked with a coin.



Quest Book (Automatic Function)



Whenever you are assigned a quest, it is entered into your quest log. Quests track your objectives. All active quests are logged together and as you complete them, they are moved to your completed Quest Log.

Adapted Excerpts from the Book of Ardon

The Modern World

Unfortunately, the Book of Ardon is as inaccurate with regard to the topography of this world as a rumourmonger is with the facts! However, since at present there is no stronger resource in print, it will suffice to give you the basics of the 'known' world.

To be succinct, the informal surveys and cobbled together maps of this somewhat archaic atlas agree only on the realms' existence described below. Though we know of new realms - such as The Glaciers which was, until recently, an unknown region because of its inhospitable climate - such realms do not appear in the Book of Ardon. As I do have personal knowledge of The Glaciers, however, I will add this realm to the descriptions below as well as expanding upon and correcting any misinformation I am certain of.

Stronghold

This massive fortress, carved from the very mountain itself, connects the two sides of the coastal range (Seabreak Mountains) between the ocean and Duskwood. The site was chosen for its strategic location in a hidden valley between two impassable mountain ranges, and the seamless construction from solid rock makes it nearly inviolable to intruders and impervious to attack. The East and West Keeps guard the entrance to a valley and also act as a gateway through the mountain range. Temporarily abandoned due to plague, the Legion managed to move in and capture both keeps of Stronghold while minimal forces were left on guard.

Citadel

This immense floating palace stands as a spectacular beacon of magic and intricate beauty hovering over the ocean to the west of Stronghold. The powerful magical defences and high aerial plateau of Citadel make it an island of peace and serenity - protected from the minions of the Legion and the turmoil of the world far below. The proud, inviolable walls of Citadel make it the perfect headquarters for the Crusade.

Corantha

A Dwarven complex which has been hollowed out of the Vastness Mountain Range over the course of centuries, Corantha is a monument to Dwarven stonemasonry and building technology. A vast, intricate world has been etched out of living stone to make it the largest underground compound in the world. Tunnels and caverns filled with crystals and jewels create a maze of passages navigable only by Dwarves. Incredible Dwarven cities fill bolstered caverns, thousands of feet high, with meticulously chiselled buildings, halls and castles.

Duskwood

Easily the most ancient forest in existence, this vast, dark wood — filled with thousand year old trees — is also the most magnificent in the world. Towering trees and thick foliage block out most of the sunlight while a dense loamy layer of moss, dead leaves and decomposing vegetation muffles sound and emanates the murky, fetid, odour of death. A constant drizzle seems to cling and drip from the leaves and lower branches of the trees from the thin mist which hangs perpetually in the stagnant air. Other foul beasts are rumoured to live within this oppressive, foreboding forest (both charted and uncharted), however, confirmed inhabitants to date include only the Dashers.

The Glaciers

The southern Vastness Mountains prevent the icy, glacial weather from crossing to the northern realms. To the south of these mountains, however, the world is an alien landscape of snow, ice and bitter-cold gales. The Glaciers are actually one of the largest land formations in the world - largely unexplored because of the hostile climate and perilous terrain; however, it is also one of the most beautiful in its own right. This realm is encrusted with some of nature's most dazzling natural structures such as: immense ice caverns seemingly carved from the most delicate of crystal, narrow canyons bejewelled with icicles and dappled with blankets of newly fallen snow, the arid plains with their moving drifts, and the glacial coastline with its sheer cliffs and tumbling banks of packed ice. Although beautiful, be forewarned... the Glaciers can also be perilous.





Races, Heroes and Characters of Renown

Drake

Hero of the present age, Drake is the young warrior upon whose shoulders lies the fate of the world as we know it.

Celestia

About thirty years ago, a Warrior Priestess from the fringes of Duskwood emerged to challenge the Crusader Knights to accept her as one of their own. She passed all of their tests, showing great skill as a leader. Despite the odds, she rose through the male dominated ranks to ultimately claim leadership of the Crusade itself.

Her indomitable drive and her passion for the success of the Crusade has made hers a Golden Rule for the past ten years. She has increased the floating Crusader patrols, expanded the flotilla of patrol ships, reorganised the knights' charter to more harshly root out lawlessness and chaos and has generally infused the Crusade with renewed energy and zeal. Her style of leadership is both commanding and intoxicating, making her one of the best-loved and most respected leaders to ever command the Crusade.

Crusaders: Old Guard

Composed of the experienced (yet aging) veteran crusade knights, the Old Guard is a model of chivalry. Fully embracing their orders' strong moral code and ideals, these knights are the most highly regarded in the world as well as being the most effective.

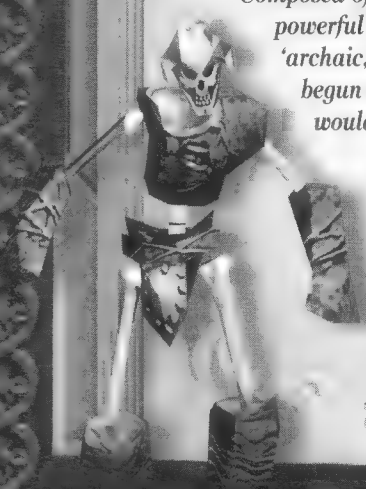
Unfortunately, they are the last of a dying breed of warrior gentlemen as their successors have little interest in their ancient ways.

Crusaders: High Guard

Composed of the brash youngsters who slavishly adhere to anything that the beautiful and powerful Celestia says. The High Guard has no loyalty to what they see as the 'archaic, idealistic moral values of a dying caste of ageing warriors. They have thus begun to accept less honourable orders that the high moral code of the Old Guard would not tolerate.

Crusaders: Black Knights

Celestia's personal elite guard, the Black Knights, represent the best of the best in the crusader knight caste. These hand-picked warriors were chosen for their courage, skill and dedication to the protection of Celestia herself.



Aerrin

Born and raised in a small village in the Vastness Mountain foothills, Aerrin's childhood dream was to travel to exotic, distant lands and sail the great seas. She was cast out of her home village for her craftiness and strong-willed behaviour, and since then she has used her incredible beauty, cunning and uncommonly high intelligence to survive and draw ever nearer to her dreams of piloting her own ship. She presently pilots the small ferry between Stronghold and Citadel, already making plans for her next, larger ship.

Ursan

Captain of the Old Guard and most trusted of Celestia's leaders.

Dwarves

PRINCE DAIN STONEHEART

Son of the recently slain King Stoneheart. He embodies all that is noble in the Dwarven Race: courage, loyalty and bravery. He has agreed to help Drake in his quests, even though there has been tension between humans and dwarves in the past.

STONEHEART LEGIONNAIRES

Warriors of the Noble caste in dwarven society, the Legionnaires of King Aiden's Court are the model of dwarven commitment: regal, chivalrous, strong of stature and pure of heart.

IRONPICK REBELS

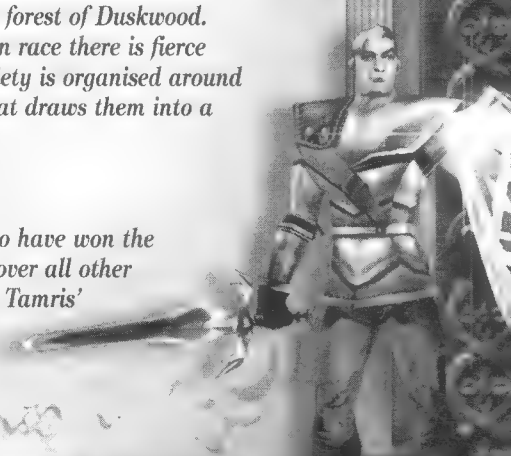
Downtrodden members of the worker's caste, the Ironpick Rebels dream of equality, justice and opportunity. Unfortunately, their tendency toward rash thinking makes them erratic and potentially hazardous.

Dashers

The Dashers are a proud, inflexible race that has long inhabited the forest of Duskwood. They claim the ancient forest as their own and even within their own race there is fierce competition for territory, honour and hunting privileges. Dasher society is organised around a tribe-appointed leader, several mystics and a strict honour code that draws them into a close-knit family that rejects outsiders.

TAMRIS

The recently appointed leader of the Dasher people, Tamris is said to have won the favour of the Spirit of the Wood who entrusted him with leadership over all other tribal leaders in Duskwood. The bravest and strongest of his people, Tamris' quick wit and generous disposition make him a natural leader who could lead the Dashers to certain victory if united as one people.



Ogres

The Ogres are a primitive tribal race of large, menacing marauders who have been terrorising the good people of Ardon. With the continuing invasions of the Legion, Ogres have taken the opportunity to increase their raids. Though primitive, they are quite dangerous and have been more successful in recent years due to decimated local forces.

Elementals

Born of the elements, these magical creatures kill indiscriminately and are difficult to vanquish. Once their element is determined, proper precautions should be taken to protect yourself.

The Glacial Titans

A legendary creature fabled to live in the hostile glacial regions to the south of the Vastness Mountains. Popular legend states that the Glacial Titans are a mysterious race of primitive giants, averse to strangers, aggressive toward interlopers and having inexplicable powers. Should legend prove to be true, these imposing giants would be quite a fearsome and fantastic race!

The Legion of the Fallen

NECROS

The dreaded Dark Lord, Necros, is a necromancer of tremendous power. Believed to be invincible, Necros has toiled for over a hundred years researching and mastering the dark arts of black magic and necromancy. Over the course of the ages, he has become scarred and twisted to look upon. Though he is not undead, it is rumoured that he traded his very soul to the dark gods in exchange for secrets that no mortal should ever possess. After mastering the Dark Wizards' Tome of Evil, Necros began building up his Legions into a rotting, nefarious, undead army which has been crushing every army, garrison, and troop that stands in its way. The only hope for his downfall lies in the prophesized 'Scarred One' from the Book of Ages. Thus far Necros has been unstoppable.

SKELETON WARRIORS

The first rank of Necros' army, these Undead legionnaires have been animated by Necros' dark powers. They form the crux of his army, its size growing larger with the death of those they slay.

SKELETON GHOSTS

This form of undead creature is a Skeleton Warrior which has become a fanatical follower of Necros. They have disassociated their spirit from their rotting flesh and that spirit now inhabits a suit of magical armour. Though they cannot exist outside their armour, they are sentient beings that are both powerful and magical.

SHADOWS

Ethereal beings, Shadows are more cunning and dangerous than Skeleton Warriors. They are all but invisible and difficult to combat. A shadowy form is all they reveal.

DARK MAGES

These are an extremely powerful form of the Skeleton Warrior that are capable of casting dark magic. They have absorbed the souls of those they have conquered - thus empowering them with the life force of multiple beings and heightening their potential to perform spells and work malice. Known variations include Dark Mages and Dark Warlords.

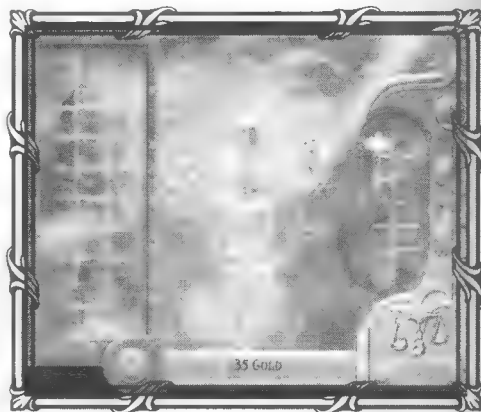


Traveller's Index of Known Items

— Adapted from the Merchant's Guild Review

Merchants

Throughout your quest there will doubtless be supplies which you will need. While some of the more obscure objects in the world are too precious to find in a common merchant's stock, most items necessary for survival can be obtained from your local Merchant's Guild. As far as I know, there are merchants in Cador Sul, Citadel and Corantha. Each has a differing inventory as certain items are easier to come by in some areas than in others. Overall, however, the method of conducting business is centralised throughout the Merchant's Guild.



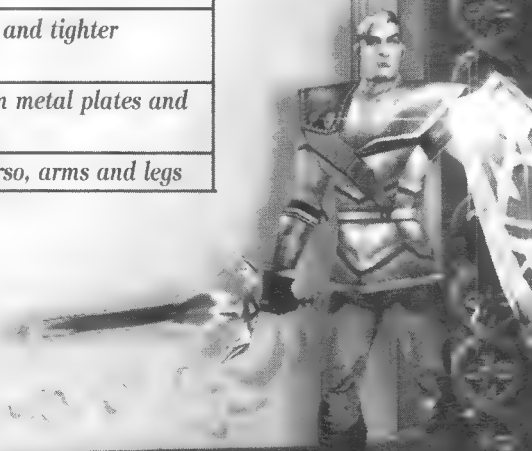
When first you enter a shop and transact with a merchant, by pressing TAB, his wares are made available to buy through your inventory screen.

To purchase an item, select and drag the item you fancy to your personal inventory space. Once selected, text is displayed which tells you the name and price of the item.

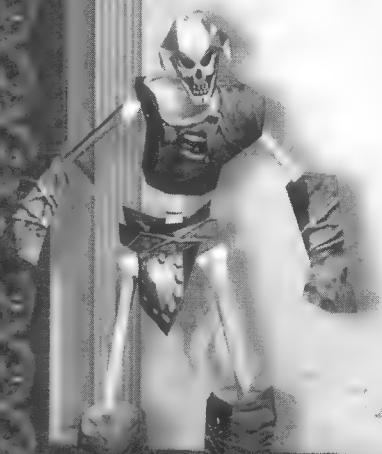
Once you have deselected the item in your personal inventory, you are asked to confirm the purchase. If you do not have enough gold, the merchant warns that 'You do not have enough money'. In either case the transaction is not completed and you must return to procure the item after your purse is a bit fatter.

Merchant's Guild List of Known Objects

Weapons		
NAME	FUNCTION	DESCRIPTION
Standard Axe	Light slashing attack	Akin to those axes used by woodsmen
Battle Axe	Moderate slashing attack	Large double-bladed axe
Pick Axe	Light slashing attack	Dwarven mining tool
Standard Mace	Light blunt attack	Fluted mace head
Heavy Mace	Moderate blunt attack	Larger, cast-iron mace head
Morning Star	Heavy blunt attack	Large, spiked mace
Longsword	Light slashing attack	Roman-like sword, elongated
Broadsword	Moderate slashing attack	Wide-bladed sword
Warhammer	Heavy blunt attack	Big, hulking stone hammer
Shields		
NAME	FUNCTION	DESCRIPTION
Wooden Shield	Better blocking	Standard round shield
Metal Shield	Better shield rush	Large triangular shield
Armours		
NAME	DESCRIPTION	
Leather Armour	Light leather jerkin gives more protection than skin and cloth alone - other armour can be worn over this	
Chain Mail	Small chain mail shirt that is a light, interlaced metal ring armour - better than leather	
Scale Armour	Heavy interlaced metal leaves of armour - longer and tighter woven than chain mail	
Banded Armour	Limited coverage armour that is crafted from thin metal plates and leather - formed to fit over the torso	
Plate Mail	Full-coverage plate armour - formed to fit over torso, arms and legs	



Items		
NAME	FUNCTION	DESCRIPTION
<i>Potion of Healing</i>	<i>Restores hit points</i>	<i>Light Green Potion</i>
<i>Potion of Greater Healing</i>	<i>Restores more hit points</i>	<i>Dark Green Potion</i>
<i>Potion of Memory</i>	<i>Restores all mana points</i>	<i>Purple Potion</i>
<i>Potion of Invisibility</i>	<i>Grants temporary invisibility</i>	<i>Dark Blue Potion</i>
<i>Potion of Speed</i>	<i>Temporarily increases speed</i>	<i>Grey Potion</i>
<i>Potion of Fire Resistance</i>	<i>Temporarily grants increased resistance to fire and fire spells</i>	<i>Red Potion</i>
<i>Potion of Frost Resistance</i>	<i>Temporarily grants increased resistance to frost spells</i>	<i>White Potion</i>
<i>Potion of Electrical Resistance</i>	<i>Temporarily grants increased resistance to electricity and electrical spells</i>	<i>Light Blue Potion</i>



☞Tome of Magic☞

— Adapted from the libraries of Azabar Mor'deth

Spells

To learn new spells and increase the power of these spells, you will find magical scrolls throughout the kingdoms. These empower you with the knowledge to perform magic. When you find a scroll for a spell you already know, you will learn the next 'level' of effect for that spell. Following, I will include a list from the libraries of Azabar Mor'deth of these spells.

<u>SPELL NAME</u>	<u>LEVEL ONE</u>	<u>LEVEL TWO</u>	<u>LEVEL THREE</u>
Torch Light	Phantom Glow	Torch Light	Gleaming Radiance
Fireball	Flame Strike	Fireball	Meteor Swarm
Heroism	Heroism	Champion's Breath	Might of Kings
Soul Drinker	Life Leech	Essence Drain	Soul Drinker
Slow	Slow	Mass Slow	Temporal Shift
Spectral Ally	Spectral Ally	Spectral Hero	Spectral Champion
Stone Skin	Stone Skin	Granite Armour	Marble Visage
Lightning Bolt	Sparks	Lightning Bolt	Chain Lightning
Snap Freeze	Frost Bite	Snap Freeze	Glacial Prison
Divine Wrath	Holy Conflagration	Fingers of Righteousness	Divine Wrath

Torch Light

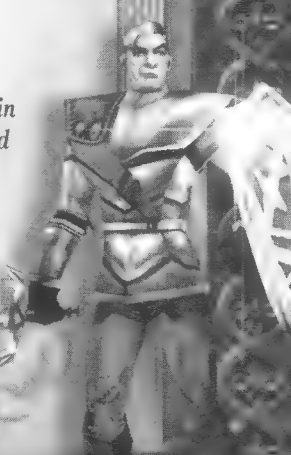
A torch that increases in intensity and duration for each progressive spell level. Minor protective properties are also afforded while this spell is in effect.

Fireball

Expels balls of flame that explode upon impact with a target, damaging all creatures within the radius of the explosion. Damage and radius increases progressively with spell level, and at level three, three fireballs can hone in on three separate targets.

Heroism

Temporarily boosts the caster's Might attribute. This spell is most effective for melee combat, having no effect on ranged attacks and tactical spell use. With each spell level progressively more damage is done to enemies by blows from the



caster, and, after level one, the caster's speed increases progressively as well.

Soul Drinker

Used to drain the life force of the target into the caster, this spell links the caster's essence with that of the target. This can create potentially undesirable effects if the enemy targeted has no life essence to drain. When used properly, the target is weakened while the caster's hit points are restored proportionally.

Slow

Using this spell causes a slowing of time to occur for all affected creatures. The caster, unaffected by the spell, moves at regular speed.

Spectral Ally

Creates a magical weapon and shield that temporarily acts as an independent ally, attacking any enemy which attempts to engage the caster. This spell allows the caster to retreat a short distance to concentrate on casting further spells or use range weapons unimpeded by enemy attack.

Stone Skin

Temporarily increasing the armour class of the caster, this spell is initially only effective against sharp and blunt weapons. The spell becomes increasingly more effective as spell level progresses, finally giving temporary invulnerability to the caster at level three.

Lightning Bolt

Arcing lances of electricity discharge from the caster's hands, electrocuting targeted enemies. Range and number of targets increases progressively as the spell increases in level.

Snap Freeze

Freezes a target enemy in a layer of ice, preventing it from moving (so long as it is not immune to cold). Duration of the spell increases with spell level, and eventually the target creature takes freeze damage. If unmolested or attacked by a non-lethal blow, target will thaw; however, if served with a lethal blow (or any blow if the target was already deceased), the frozen creature may shatter.

Divine Wrath

While this spell causes no damage to normal creatures it has special applications against unholy or dark magic creatures. The spell increases in power and radius as it progresses in level.

✧Closing Advice✧

Drake —

Though this is not by any means a complete guide to every peril you may face on your quest, I hope that it serves as a starting point from which you will grow in strength and wisdom.

I can not tell you how much I wish I could be with you to help you face the perils I foresee in your future. You know well that I have fought for many years against the Legion and would still be fighting today if I had life in me.

If your quest takes a turn for the worse, the last advise I can offer is to call upon the seers at 3DO for guidance. They can help you regain the path to victory.

Best wishes for a successful and prosperous beginning to your quest...the outcome is shrouded in the darkness of uncertainty, so be of great courage and do not fail us. I believe in you 'Scarred One'.

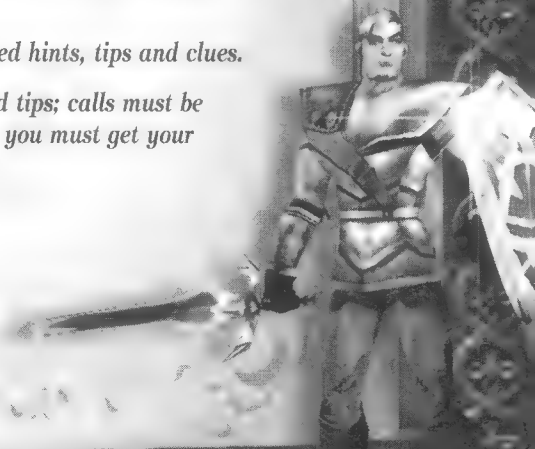
— Nomandi

Hints and Tips

Do you seek the guidance of the secret keepers? Not quite the undead slayer Nomandi foresaw? We should be able to enlighten you with our wisdom. Whenever you feel like you can go no further in your holy quest, call upon us to assist you. You can receive help by calling the mystical 3DO Hint Line.

Call 1-900-CALL-3DO (1-900-225-5336) for pre-recorded hints, tips and clues.

Calls to the Hint Line cost \$0.99 per minute for recorded hints and tips; calls must be made from a Touch Tone Phone. If you are under 18 years of age, you must get your parents' permission before calling.



❧Troubleshooting❧

Installation

PROBLEM: The CD is in the CD-ROM drive, but the computer is not recognizing it.

ANSWERS: The CD may be dirty or scratched.

SOLUTIONS:

1. Make sure that the data side of the CD (shiny side) is not dirty or scratched. If it is dirty, clean it carefully. If the data side of the CD appears to be scratched, return the game to the store that you bought it from, and exchange it for a new copy. If you are unable to exchange the game at the store that you bought it from, please call Customer Support for information on our exchange policy.

PROBLEM: The computer freezes during install, or you receive an error message (such as “*_ins error” or “An error has occurred during the move data process”) during install.

ANSWERS: Your computer may be using an older 16-bit CD-ROM driver; or there may not be enough space on your hard drive for temporary files to expand; or the CD-ROM drive might be having problems with how it buffers information. Or, the Autorun or DMA settings on your CD-ROM drive could be interfering with the game installation.

To check and see if your computer is using an older 16-bit CD-ROM driver:

1. Right-click on the ‘My Computer’ icon and select ‘Properties’.
2. Click on the ‘Performance’ tab.
3. In the Performance status box, if the File System line says “Some drivers are using MS-DOS compatibility”, you are using a 16-bit CD-ROM driver.

SOLUTIONS:

1. For 16-bit CD-ROM drivers: Contact the manufacturer of your CD-ROM drive or the manufacturer of your computer for an updated 32-bit CD-ROM driver.
2. For 32-bit CD-ROM drivers:

- A. Close all unnecessary programs running in the Background. Press the CTRL+ALT+DEL keys at the same time to open the Close Program window, select a program, and press the End Task button. Repeat this process until all programs except ‘Explorer’ and ‘Sys tray’ are closed.
- B. Delete all files in your C:\Windows\Temp folder, then empty the Recycle Bin.

Note: on the next two steps, write down the current settings before you change them.

3. Turn off read-ahead on the CD-ROM drive:

- A. Right-click on the 'My Computer' icon and select 'Properties'.
- B. Click on the 'Performance' tab.
- C. Click on the 'File System' button.
- D. Choose the 'CD-ROM' tab at the top
- E. Change the 'Optimize access pattern for' field to 'No read-ahead'
- F. Click on Apply, then OK and finally click Close (you will be prompted to restart your system).

4. Turn off the Autorun and DMA settings on your CD-ROM drive:

- A. Right click on the 'My Computer' icon and choose 'Properties'.
- B. Click on the 'Device Manager' tab.
- C. Click on the '+' sign next to the CD-ROM line so that it becomes a '-' sign.
- D. Click on the line that appears under the CD-ROM line so that it is highlighted, then click on the 'Properties' button.
- E. Click on the 'Settings' tab.
- F. Look for the Auto-insert Notification and DMA lines. If there is a check mark in the boxes next to either of these lines, click on the box to remove the check mark.
- G. Click on the 'Apply' button, and then click on the 'OK' button.
- H. When you are asked if you want to restart your system, choose 'Yes'.

You can restore all of the CD-ROM settings back to normal after the game has been successfully installed.

Launching the Game 1

PROBLEM: When launching the game, you get a blank screen, a black box that surrounds the mouse cursor, blurring or choppy graphics, vertical lines on the screen, choppy sound, or no sound.

ANSWER: There is probably a conflict between your video or sound card and Microsoft's DirectX.

SOLUTION:

For Windows 95 and 98 users:

- 1. Press the 'Start' button on the Windows 95/98-task bar and select 'Run'.
- 2. Type "c:\Program Files\directx\setup\dxdiag.exe" then click on the 'OK' button. This will run the DirectX Diagnostics Tool.
- 3. Make sure all your files are DirectX 7 compatible. Select the 'DirectX Files' tab make sure there are no exclamation points next to the file names. If you find exclamation points under this tab you will need to reinstall DirectX 7 by going to the 'START' Button on the Windows 95 task bar then select 'RUN' and type your CD-ROM drive letter followed by ":

DirectX\dsetup.exe" and click on the 'Reinstall DirectX' button. This will reinstall DirectX 7.

4. Make sure all of your drivers are DirectX 7 compatible. Select the 'DirectX Drivers' tab and make sure there are no exclamation points next to any of the file names. If you find exclamation points under this tab you will need to update your drivers by contacting the manufacturer of the hardware through their Phone Support or through their web site. 3DO has a listing of manufactures sites available at: <http://www.3do.com/support>.
5. Test your hardware with the DirectX 7 Diagnostics tool. Run the tests that are available on the 'Display', 'Sound', and 'Input' tabs. If one or more tests fail, this could be due to driver incompatibility. Installing the newest drivers available for your sound and video card hardware can usually resolve this.

Launching the Game 2

PROBLEM: You try to start the game and the screen flashes briefly, and you are returned to the desktop without an error message.

ANSWER: There are probably miscellaneous programs running in the background that are interfering with the game and causing it to crash.

SOLUTION:

For Windows 95 users:

1. Press the CTRL+ALT+DEL keys at the same time to open the Close Program window.
2. Click on a program so that it is highlighted, then click on the 'End Task' button.
3. Repeat this process until only 'Explorer' and 'Systray' are left in the Close Program list, then try running the game.

For Windows 98 users:

1. Click on the Windows Start button, then choose Run.
2. In the Run line type in: "msconfig", then push the 'Enter' key. (This will bring up the System Configuration Utility.)
3. Select the 'Startup' tab, and turn all of the check boxes off, except for the one next to 'Systray'.
4. Press 'OK'. When you are prompted to restart your system, click 'Yes'.
5. Once your machine has restarted try running the program again.

Video and Sound card manufacturers regularly update their software drivers to enhance performance and stability, and to improve compatibility with DirectX. You can find links to many of these manufacturers' sites by going to the Driver Updates section of our support web site, which is located at <http://www.3do.com/support>.

Microsoft updates DirectX and its components regularly and posts them for download off of their web site at <http://www.microsoft.com/DirectX>.

Customer Support

Visit our support web site at **www.3do.com/support** to get late-breaking news and information, answers to frequently asked questions (FAQs), links to hardware manufacturers' web sites, and the latest product updates.

If you want to ask a specific technical question, you can use the online email form available at our web site.

If you would prefer to call us, our Customer Support phone number is **(650) 261-3454**. Our hours of operation are:

Monday through Friday, 9:00 am - 12:00 noon, and 2:00 pm - 5:00 pm, Pacific Time.

You can also send a fax at **(650) 261-3419**.

If you prefer U.S. mail, please use the following address:

**Customer Support
The 3DO Company
600 Galveston Drive
Redwood City, CA 94063**

However you choose to contact us, there are some pieces of information about your computer we will need in order to help you properly. You can get this information by following these steps: First, right-click on the **My Computer icon** and choose "Properties". On this System Properties screen, you will find the following information that we will need: Computer OS type (Windows version), amount of RAM and CPU type. After you get this information, exit the System Properties screen, then double left-click on the **My Computer icon**. On this screen, right-click on the icon of the hard drive that the game is installed on and choose "Properties". On this screen, you will need to find out the drive's total capacity, and the amount of free space left on the drive.

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